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# Aen Manche

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Mockingly called **Aen Manche** by other elven cultures, Blood or Desert elves by humans and **Fir Luidhe** by themselves, these nomad elves inhabit Korath Desert. They are the descendAnts of of exiled and wandering Aen Seidhe and **Aen 'Agde**, as well as those who refused to follow the Aen Saevherne's plans for elven race. They perceive themselves as successors to Aen Luidhe who went extinct during the **Undod System**'s destruction.

Aen Manche	
General information	
Classification	Elven culture
Languages	Elder Speech (Aen Manche Dialect)
Locations	Korath Desert
Physical Characteristics	
Skin color	Varying tan shades
Hair color	Variable

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## Origins



As already mentioned, the origins of the Aen Manche lie in the confluence of various elven groups, mainly the Aen Seidhe and Aen 'Agde, who were driven to the harsh and unforgiving Korath Desert. The Aen Manche are the descendants of these exiled elves. Other elves believed that exile to the desert would lead to their demise, but instead, the Aen Manche adapted and survived. They perceive themselves as the spiritual successors to the Aen Luidhe, who went extinct during the destruction of the Undod System. This belief imbues the Aen Manche with a strong sense of resilience and determination, as they see themselves as the last bastion of this extinct elven group.

## History



### 1260s - 1280s

#### Ryvlyn's Travellings

In the mid-1260s the witcher [Ryvlyn of Sanzode](#) and his companions wandered through the Korath Desert and interacted with the Kaenatamin tribe of Desert Elves. He developed a strong bond with the tribal leader, Virdindun Aen Fitaen.

#### Fabio Sachs Far East Expedition (1282-1285)

The first year of the expedition to the Far East, led by [Fabio Sachs](#), was rather uneventful. There were no significant discoveries, unless one considers improving the map of the territory between [Zerrikania](#), [Haakland](#), and the Northern Kingdoms a "great discovery." Despite being in unknown territory, the monotony of travel prevailed. However, this allowed the group to get to know each other better and form a strong bond. Simply put, during this first year, they got lost. Fabio was an excellent cartographer, but his sense of direction wouldn't improve until much later. The group's original plan was to reach Haakland by autumn of the same year to negotiate with the Great Khan and secure a trade agreement with Lyria & Rivia, breaking [Redania's](#) monopoly on Haaklandian silk. However, they ended up arriving in early winter. The one who found the most entertainment was the witcher of the group, Putnam, as he could enjoy battles against several monsters he had already studied, as well as new ones among other things. During this time, the last member of the Aen Manche tribe known as Hurashim, [Hira](#), for a time, joined the expedition.

Hira had been traveling and surviving on her own since the raiding to a fortress in the frontier with the Korath Desert in Magne went wrong and she lost the other members of the Hurashim. The expedition encountered Hira in a rather amusing way: while passing through the Fiery Mountains, they had set up traps for hunting, and Hira, intending to ambush them, accidentally fell into one of the traps. Fabio discovered her and promised to free her and take her to the healer in the expedition group, the mage Istredd, as long as she didn't cause them any harm. She agreed, but not before making a blood pact with Fabio Sachs, as a way of promising that they would not hurt her, following the traditions of her culture. Grateful for being rescued, she ended up traveling with them.

As the group approached their destination of Haakland, tragedy struck. While traversing the Korath Desert, Hira fell victim to a desert monster. Despite Putnam's and the mages' efforts, they were unable to save her in time. The loss of Hira left a profound void within the expedition and caused the group to become even more disoriented, further veering off course.

However as they got lost, they encountered the Mardu, descendants of one of the

many human groups from the still undiscovered Eastern Continent, and this encounter was surprisingly non-hostile. The time spent among the Mardu allowed Fabio Sachs to gather valuable information and improve his mapping of the area, benefiting the development of the trade routes that Lyria and Rivia sought to establish with distant lands. Some Mardu individuals even chose to join the expedition, further strengthening the bond between the two groups. These Mardu individuals who joined the expedition proved to be important later on.

Thus, while the loss of Hira was a devastating blow to the expedition, their encounter with the Mardu brought unexpected opportunities and knowledge, ultimately contributing to their journey to the Far East.

## Characteristics

### Physical Traits

The Aen Manche have a pale complexion, though often heavily tanned from the hot sun. Their hair is usually sandy blonde and bright, with black-haired elves being much rarer. Like all elves, they are generally quite tall and possess pointed ears. They also have epicanthic folds, similar to one of the main elven groups that originally composed them.

Aen Manche elves, like other elves, are typically tall and slender, but with their lean and muscular bodies honed by the demanding desert life that requires agility and endurance. Many possess epicanthic folds, similar to one of the ancestral groups that originally composed them. These folds provide some protection from the harsh desert winds and sand.

Their eye colors, like all elves, are also unusual by human standards, with purple and amber being the most common.

## Culture

The Aen Manche are used to the harsh desert life, and center their culture around the tight-knit tribes they live in. Loyalty to the tribe and to each other is very important, especially in regards to the sharing of resources and material. They are known for their blood oaths or pacts that are signed between various tribal leaders, part of the reason there is little conflict between tribes in the first place.



Hira Aen Hurashim with the traditional Aen Manche tattoos

The Desert Elves are known to make use of heavy tattoos using a native desert plant, and create elegant and elaborate markings on their bodies dyed deep red, earning them the moniker of Blood Elves. Their distinctive art style is found on their clothing, weapons, and houses as well, and the Aen Manche are known to be extremely resourceful with what they have. They have mastered the art of survival in the desert, and can easily outmaneuver and outmatch attacking forces who would foolishly invade the Korath Desert.

Their tattoos also serve as a form of identification between tribes. During encounters, the tattoos act as a visual language, telling stories of the wearers' heritage, experiences, occupation, and achievements. Additionally, the tattoos are believed to provide spiritual protection against malevolent spirits or forces that are thought to roam the vast expanse of the Korath Desert.

## Demographics

The Aen Manche are organized into several tribes, each with its own distinct identity and leadership. The primary tribes include the Kaenatamin and Marashim,

with the Hurashim tribe having become extinct over time. These tribes are closely knit communities that share resources and support one another in the challenging desert environment. The population of the Aen Manche is relatively small compared to other elven groups, as the harsh desert conditions limit their numbers.

## Religion

The Aen Manche follow a distinctive faith centered around their worship of a deity known as Ifru. In stark contrast to [Dana Meadbh](#), revered by the [Aen Seidhe](#), Ifru embodies a more warrior-like aspect, reflecting the harsh realities of desert life that the Aen Manche have embraced. While Dana Meadbh represents nature, farming, and life, Ifru represents fire, death and the desert, symbolizing the challenges and unforgiving environment that define the Aen Manche's existence.

In the eyes of the Aen Manche, Ifru is not merely a deity but a formidable force that resonates with the challenges they face daily. If Dana Meadbh is the gentle guardian of lush forests and fertile lands, Ifru is the fierce protector of the vast and seemingly inhospitable desert terrain that the Aen Manche call home.

## Notable Aen Manche

### Tribes

- Kaenatamin
- Marashim
- Hurashim (extinct)

### Elves

- Vvirdindun Aen Fitaen
- Hema Aen Fitaen
- Hira Aen Hurashim
- Gaungro Aen Marashim

## Notes

- The article is free to edit. Mostly.

## Trivia

- Ifru was a war goddess worshipped by the Amazigh people during the conquest of North Africa by the Roman Empire.
- Due to Fabio Sachs' 1282 expedition reports, it is known that some Mardu have had offspring with these elves. These offspring decided to go their own way and separate from both groups.

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